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in: Custom Class, Class 2e, Unconfirmed Levels

Level 661



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Survival Difficulty: Class 2e - Environmental

» ☐ Unsafe» ☐ Stable» ☐ Non-Entity Hazards

Description

Level 661 inhabits the form of a vast, hydrated, and flourishing marshland. The ground of the level is moist, though not too moist, allowing wanderers to comfortably walk atop of it without issue. Dotted throughout the level are numerous springs, shrouded in tall grass that drips with moisture from dew buildup; the level has an incredibly moist environment, so much so that condensation forms a constant coat of one's skin during their time in the level. This exceedingly moist environment makes it almost completely impossible to start a fire on level at all, yet no such fire is necessary because the moisture naturally raises the temperature of the level. Said temperature sits at a comfortable 26°C Celsius on average. The level has a rather tame climate—the sky being in a constantly cloud-shrouded sunny state, which is eternal with the lack of a daylight cycle.

Weeping willow trees surround the open grasslands that house the springs of the level, producing juicy fruits fuelled by the hydration of the level. Said fruits have a few notable properties that differentiate them from the normal. An object document for such trees is in progress, which will be listed below.



An image of a particularly flooded spring present on the level, depicting numerous Weeping Wild trees scattered around it.

Weeping Wild Trees:

The weeping willow trees—given the name "Weeping Wilds" for the sake of separation—within but not exclusive to **Level 611** are strangely evolved fruit-developing trees that feed themselves through extracting nutrients from the ground and forming it into condensed fruits that hang from their branches. Each fruit contains a densely-packed liquid full of flavourful vitamins and stomach-filling substances that serve as the main food source of the level.

Though the fruit is highly nutritious and filling, in juxtaposition, there are many flaws and hazards of the fruit; the first of such hazards is addiction. The Weeping Wilds' fruits produce both filling and addictive drugs that cause one to crave for more of the fruit when they are already full—the main concern for this is that one's stomach will burst upon excessive consumption of the fruits. Overdosing on chemicals in the fruit is not uncommon either, and can lead to one's demise just as fast as the previously mentioned danger.

Overall, it is generally discouraged to eat the fruits present on the level; however, they are completely safe for consumption in small doses.

Apart from the species of tree highly present on the level, the most notable anomalous property is the disappearance of people and objects on the level—specifically consumables. As reported in numerous pieces of accumulated data from anonymous wanderers, food items that are left on the ground of the level will be sucked in slowly over time; this is the same case with people.

A specific occurrence of this included a wanderer and his acquaintance consuming the fruits from the trees on the level, causing the wanderers accomplice to perish due to an overdose on the chemicals of the fruits. The surviving wanderer had rested for the night after this and awoke to the sight of the deceased wanderer sunken into the ground, with half of his body protruding from it.

The general consensus of the reasoning for this phenomenon is still being tabulated, and answers are uncertain for now.

Entrances And Exits

Entrances

- One may enter via soaking in a spring within Level 414 for a period of 10 minutes or more.
- Access to the level may be granted upon submerging oneself in a deep puddle amongst the wheat fields of **Level 10**, wherein one will emerge from a spring present on **Level 661**.
- Falling from atop of a roof into shrubbery on **Level 9** may cause one to plummet from the skies of **Level 661**.

Exits

The only known exit to this level is through walking approximately 400 kilometres in any direction (all individuals who enter the level are generally brought to the centre of it), whereupon one may encounter a large cave-like opening leading to another undocumented level.

Author(s)

Credits

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